



ACTIVISION

ACTIVISION
HOME COMPUTER SOFTWARE™

CATALOG

TEMPTATION.

To stumble into somebody else's computer system. To be someplace you're really not supposed to be. And to get the

get to start with. That's it. From there, it's up to you. If you're clever enough and smart enough, you could discover a world

HACKER

strange feeling that it really does matter. LOGON PLEASE! is all you

you've never before experienced on your computer. Very tempting.



Amiga™ version shown.

HACKER™

"The most fabulous game I've ever run across."—Dave Plotkin, Antic Magazine

"Hacker is every gamer's fantasy come true."—Arnie Katz, Consumer Software News

The only thing we can add is that it was designed by legendary designer Steve Cartwright.

Available for: Commodore 64™/128™ and Amiga,™ Apple® II series, Macintosh,™ Atari® ST,™ 800/XE/XL and compatible systems.

NEW



Amiga version shown.

BORROWED TIME™

Assume the role of Sam Harlow, Private Detective. Then assume that virtually everyone you meet is a prime suspect in a very personal crime that is *about* to be committed. Fact is, you have less than a day to crack the case and actually prevent your own murder—which may take place around any corner, at any time. It's another lavishly illustrated text adventure from the creators of Mindshadow.™ Designed by Interplay Productions.

Available for: Commodore 64/128 and Amiga, Apple II series, IBM PC (with color card)/PCjr, Tandy® 1000, Macintosh and Atari® ST computers.



Commodore 64/128 version shown.

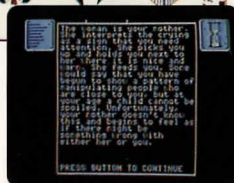
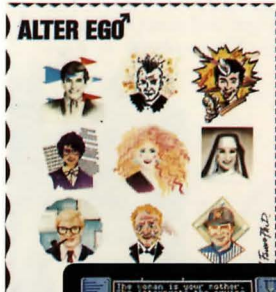
THE ACTIVISION LITTLE COMPUTER PEOPLE DISCOVERY KIT™

After years of speculation and months of intensive work, the Activision Little Computer People Research Group has successfully discovered and actually lured out small, living creatures who have been living in the confines of standard, everyday computers.

And now you too can join in on the discovery by actually meeting the Little Computer People (LCP) in your computer. We'll give you everything you'll need for the task: A special 2½ story house-on-a-disk (your Little Computer Person's new residence), an informative guide to the care of and communication with LCP, an authorized "Deed" enabling you to register your house-on-a-disk and your own copy of *Modern Computer People*—a fabulous, full-color magazine which chronicles the discovery of the LCPs!

Research in progress on: Commodore 64/128 and Apple II series computers.

NEW



Apple II version shown.

ALTER EGO™

"...a clear winner..."—Home Software Newsletter

"...the first simulation I've seen that simulates life!"—Rawson Stovall, The Vid Kid

"...is as attentive and sympathetic as an analyst, but you don't need an appointment..."—USA Today

Have you ever wanted to live a different life? To construct a new life or tinker with other personalities? Now you can live any life, try any personality from birth to old age. What if you.....?

Designed by Dr. Peter Favaro.

Available for: Commodore 64/128, Apple II series, IBM® PC/PC jr, Tandy 1000 and Macintosh computers.

NEW



Commodore 64/128 version shown.

THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE™

"... now the best racing game on the market."—Edward Semrad, Milwaukee Journal

"... the most entertaining racing game ever done for a home computer."—Robert Lindstrom, The Oregonian

Think fast! Which route? Which city? What about weather? And fuel. And road conditions. And the competition. The finish line is 3000 grueling miles of traffic, terrain and speed traps away. The rally will have your mind racing as fast as your car. Designed by Alex DeMeo.

Available for: Commodore 64/128, Apple II series, Atari 800/XE/XL and compatible systems.

ALCAZAR: The Forgotten Fortress™

"If you like your adventures loaded with action, you'll find this game to your liking."—Computer Entertainer Newsletter

"... no limit to the complexity..."—Marc Randolph, USA Today

At every corner. With every step. You strain your eyes and your ears. Through endless chambers. Where is the jeweled throne? You search. But only find what you least expect.

Designed by Tom Loughry.

Available for: Commodore 64/128 and Apple II series computers.



Commodore 64/128 version shown.

COUNTDOWN TO SHUTDOWN™

"The unknown surprises lurking behind closed doors keep you playing... on and on..."—Computer Entertainer Newsletter

Blackout. It was an underground energy plant the size of a small city powering an entire country. Until it malfunctioned. Triggering its massive reactors to overheat. And daring you and your remarkable team of androids to reach its core before North America is plunged into a very long, cold night. Designed by Creative Sparks.

Available for: Commodore 64/128 and Apple II series computers.



Commodore 64/128 version shown.



Now you can construct the most outrageous slot-car course you can imagine, but that's just half the challenge... next, you have to race it. Save your creations and see if others can meet the challenge you design, or send copies of your creations to your friends. Designed by Mark Turmell.

Available for: Commodore 64/128.

MASTER OF THE LAMPS™

"A spectacular combination of sight and sound... you'll love this game."—Charles Arda, Computer Entertainment

"The three-dimensional effects... will have you tilting in your seat as you pilot your player through space and time to take on the awaiting genies."—Kirk H. Lesser, Micro Today Magazine

The king is dead, and you must help the young prince prove his mental and physical worth. Rediscover the magic lamps and return the mischievous genies to their rightful place and the prince to the throne! Designed by Russell Lieblich and Peter Kaminski.

Available for: Commodore 64/128, Apple II series, Atari 800/XE/XL and compatible systems.

FAST TRACKS™: The Computer Slot Car Construction Kit™



MINDSHADOW™

"Mindshadow is... frightening, frustrating and completely absorbing. Brilliant."—Phil Wiswell, San Francisco Chronicle

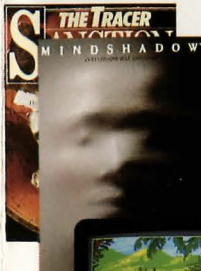
You're one in 4,762,300,000. The question is: Which one? You're the victim of amnesia. Complete and total and very, very dangerous. A living computer novel designed by Interplay Productions.

Available for: Commodore 64/128 and Amiga, Apple II series, IBM PC (with color card)/PC jr., Tandy 1000 and Macintosh computers.

THE TRACER SANCTION™

Another time. Another place. Another living computer novel that's a real "page turner." Designed by Interplay Productions.

Available for: Commodore 64/128, Apple II series, IBM PC (with color card)/PC jr. and Tandy 1000 computers.



Amiga version shown.

CONTINUED BEST SELLERS!!



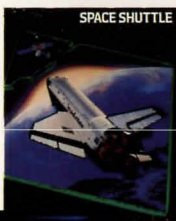
Commodore 64/128 version shown.

GHOSTBUSTERS™

"...I have never so thoroughly enjoyed playing or even watching a game as entertaining as Ghostbusters... from the music to the graphics to the actual gameplay."—Michael Schneider, President/Publisher, Ahoy!

At last, a computer game that actually captures all the electricity and excitement of the blockbuster movie. A smash hit! Over 400,000 sold worldwide! Designed by David Crane.

Available for: Commodore 64/128, Apple II series, IBM PC jr., Tandy 1000, Atari 800/XE/XL and compatible systems.



SPACE SHUTTLE



Commodore 64/128 version shown.

SPACE SHUTTLE: A Journey Into Space™

"Space Shuttle is... tremendous... a real achievement in simulations. I strongly prefer it to the equally complicated Flight Simulator II."

—Robert Bowden, St. Petersburg Times

Up. Straight up. Soaring. Goodbye earth. Blast away boosters. Open cargo bay doors. And rest, just for a second. Time to tackle orbital mechanics. Try to rendezvous with an elusive satellite. Finally: Contact. Then down. Deorbit. Down through the atmosphere to land. Home. Designed by Steve Kitchen.

Available for: Commodore 64/128, Apple II series, Atari 800/XE/XL and compatible systems.

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ACTIVISION'S CREATIVITY SOFTWARE



NEW

GARRY KITCHEN'S GAMEMAKER:™

The Computer Game Design Kit™

"We predict that, without question, this will be one of the biggest software programs released from any company this year!"—Computer Entertainer

Have you ever strolled through the game section of your software store and felt that your game ideas would be better than the ones on the shelf—if only you knew how to program them? Well, here's your chance to give it a try. All you need is this easy-to-use programming tool that unlocks the secrets of a world-famous game designer and puts them at your fingertips. Designed by Garry Kitchen.

Available for: Commodore 64/128 and Apple II series computers.



Commodore 64/128 version shown.

THE COMPLETE COMPUTER FIREWORKS CELEBRATION KIT™

"...the graphics are spectacular..."—Rawson Stovall, The Vid Kid

Now you can create spectacular fireworks displays quickly and easily. Add music (a full library of songs is included), and you've got a really unique greeting card. There's even a free blank disk and disk mailer included so you can share your creations. Create some great surprise screens to add to your next home video tape. Designed by John Van Ryzin.

Available for: Commodore 64/128.



VES YOU COMMAND OF YOUR COMPUTER



THE MUSIC STUDIO™

"The Music Studio is a powerful, yet uncomplicated program. Best of all, you don't have to be a serious musician to enjoy The Music Studio. I recommend it to anyone looking for an easy way to unlock (your computer's) hidden capabilities."—Ted Salamone, Commodore Power Play

"The best of the bunch..."—Computer Entertainment

Not just another music construction set!! The Music Studio gives you complete command of the music and sound capabilities of your computer. An orchestra of instruments is at your call as you compose, edit and arrange with just a joystick or touchpad! Designed by Audio Light.

Available for: Commodore 64/128 .

THE DESIGNER'S PENCIL™

"Not just another graphics package, Designer's Pencil is... a truly innovative piece of software."—Randi Hacker, Games Magazine

Thousands of creations are possible with just the simple touch of a joystick or keyboard. Express yourself with pictures and music. Draw, compose and color. You always knew you had it in you. Designed by Garry Kitchen.

Available for: Commodore 64/128, Apple II series, IBM PC (with color card)/PC jr., Tandy 1000, Atari 800/XE/XL and compatible systems.



Commodore 64/128 version shown.